

REFERENCE GUIDE

THE  
LUCASARTS  
MACINTOSH  
ARCHIVES<sup>TM</sup>  
VOL. II  
**STAR  
WARS**<sup>®</sup>  
COLLECTION<sup>TM</sup>

CONTAINS  
QUICK-START &  
TROUBLESHOOTING  
INFORMATION



## QUICK START GUIDE

Please refer to these instructions for information on how to install and launch the games in The LucasArts Macintosh Archives Volume II: The Star Wars Collection.

If you encounter any problems during the installation or when trying to play the game, please refer to the Troubleshooting Guide for more information. The Troubleshooting Guide will also provide you with instructions on disabling Virtual Memory and on how to set up a custom extensions set. Setting up a special extensions set will help to eliminate most of the possible conflicts that you might experience when running the games in the Archives.

### System 7.1 Users:

If you are running with Mac System Software that was released prior to version 7.5, then you will need to install the items located in the "Items for your System Folder" from any one of the game CDs in the Archives. To check which version of the System Software you have installed on your system, select the "About this Macintosh..." option from the top of the Apple Menu that is located in the upper left corner of

the screen on the Desktop. You should find your System Software version number listed in the upper right corner of the "About this Macintosh..." window.

To install the items from the "Items for your System Folder":

1. Open up the folder named "Items for your System Folder" on any of the CDs in the Archives.
2. Open up the "System Folder" on your hard drive.
3. Drag a copy of both the "Extensions Manager" and "Sound" from the folder named "Items for your System Folder" from one of the game CD's to the "Control Panel" folder in your "System Folder."
4. Drag copies of the "Sound Manager," the "EM Extension," and the "Thread Manager" (used only with Dark Forces) from the folder named "Items for your System Folder," located on one of the game CD's, to the "Extensions" folder found in the "System Folder" on your hard drive.
5. Once these items have been copied to your "System Folder" you will need to select the "Special" menu on the top of the screen, and "Restart" your Mac for these new items to load into memory.

### Apple CD-ROM Update

All of the games in the Archives (with the exception of the original Rebel Assault) require an Apple CD-ROM driver of version 5.1.1 or greater on any Mac with an Apple CD-ROM drive. To check which version of the Apple CD-ROM software is currently installed on your Mac:

1. Open up the "System Folder" on the hard drive.
2. Open up the "Extensions" folder located in the "System Folder" on the hard drive.
3. Find the "Apple CD-ROM" icon here, and click on it once with your mouse, so that it becomes highlighted.
4. Select "File" from the top of the screen on the menu bar, and choose "Get Info."
5. You should then see an "Apple CD-ROM Info" window appear which displays the version number of this extension.

If this version number is prior to 5.1.1:

1. Place one of the game CDs in the CD-ROM drive.
2. A window for the CD should open, or to open the CD window manually, double-click on the CD icon on the desktop.



3. Double-click on the "CD ROM Software 5.1.1" folder located here.
4. You should find an "AppleCD—Read Me" file here which provides instructions for installing the 5.1.1 Apple CD-ROM software Update.

### **Dark Forces® Super Sampler Edition**

#### **To Install And Launch the Game:**

1. Start up your system and place the Dark Forces CD in the CD-ROM drive.
2. A window for the CD should open, or to open the CD window manually, double-click on the CD icon on the desktop.
3. To launch the game, double-click on the Dark Forces Special Edition application icon that is inside the CD window. There are no files that need to be installed to the hard drive to play The Dark Forces Super Sampler Edition, as it plays directly off the CD.

### **X-Wing® Collector's CD-ROM**

#### **To Install and Launch the Game:**

1. Start up your system and place the X-Wing CD into the CD-ROM drive.
2. A window for the CD should open, or to open the CD window manually, simply double-click on the CD icon on the desktop.
3. Select one of the Install folders in this window (X-Wing Minimum Install 4.2 MB, X-Wing Medium Install 16.2 MB, or X-Wing Maximum Install 56.4 MB) and drag a copy to your hard drive. The three different installation options allow you to either install more or less of the data files for the game to your hard drive. Choosing the larger installation size will generally speed up the transitions in the game, as the data loads faster from the hard drive than it does from the CD.
4. For joystick set-up, please see the Joystick Read Me file on the CD or refer to the General Information section of the Troubleshooting Guide for further information.
5. Once you have a copy of one of the Install folders for X-Wing on your hard drive, open the folder and double-click on the X-Wing application icon to start the game. Although a portion of the game is installed to your hard drive, you need to have the X-Wing CD in the CD-ROM drive at all times during the game.

### **Rebel Assault®**

#### **To launch the game:**

1. Start up your system and place the Rebel Assault CD in the CD-ROM drive.
2. A window for the CD should open, or to open the CD window manually, double-click on the CD icon on the desktop.
3. To start the game, double-click on the Rebel Assault application icon. If you have a PowerPC-based system, then use the Rebel Assault (PPC) icon to start the game, by double-clicking first on the Rebel Assault PowerPC folder, and then double-click on the Rebel Assault (PPC) icon inside this folder. There are no files that need to be installed to the hard drive to play Rebel Assault, as it plays directly off the CD.

### **Rebel Assault® II: The Hidden Empire™**

#### **To Install and Launch the Game:**

1. Start up your system and place the Rebel Assault II CD (disk 1) in the CD-ROM drive.
2. A window for the CD should open, or to open the CD window manually, double-click on the CD icon on the desktop.
3. Drag a copy of the Rebel Assault II application icon from the CD to your hard drive.
4. Once you have a copy of the Rebel Assault II application icon on your hard drive, double-click on the copy of the application icon to start the game. Rebel Assault II launches from the hard drive, but plays off of the CD. You will be asked to insert the second CD for Rebel Assault II once your pilot reaches Chapter 7 in the game.

### **Making Magic™**

#### **A Behind-the-Scenes Look at the Making of the Star Wars Trilogy Special Edition**

#### **To Launch The Application:**

1. Start up your system and place the Making Magic CD in the CD-ROM drive.
2. A window for the CD should open, or to open the CD window manually, double-click on the CD icon on the desktop.
3. To start the application, double-click on the Making Magic application icon. There are no files that need to be installed to the hard drive when you are using Making Magic, as it plays directly off the CD.

## TROUBLESHOOTING GUIDE

### About this guide

This troubleshooting guide will help you find solutions to the most commonly encountered problems with the games included in the Archives. For more detailed information, please refer to the Readme file that is available on each game. This guide will be divided into the following sections:

1. **General Information** — helpful information that applies to all of the games in the Archives.
2. **Dark Forces Super Sampler Edition**
3. **X-Wing Collector's CD-ROM**
4. **Rebel Assault**
5. **Rebel Assault II**
6. **Making Magic**
7. **How to Contact LucasArts**

Please be certain you have read and checked each section of this Troubleshooting Guide before calling Technical Support.

Although we are more than happy to assist you, we often find that many problems can be solved by simply checking the sections below or by consulting the Read Me file that is included on each of the game CDs. Please also be aware that due to the thousands of software and hardware configurations possible, you may still have to refer to your computer dealer, hardware manufacturer, or software publisher to properly configure their product to run with our game.

### 1. General Information

#### Extension Sets

The majority of problems you may encounter when running the games included in the Archives will most likely be caused by the following: a conflict with another application that is running, a shortage of memory, or a conflict that is being created by a specific extension that you are loading (such as **Quicktime**). These types of potential conflicts can be eliminated by creating a special extensions set that you should use when playing the games in the Archives.

The easiest way to create an extensions set is to use an Extensions Manager utility. This utility has been included as a standard feature on Macintosh systems starting with the 7.5 version of the system

software. If you have an earlier version of the system software, we have included an extensions manager that you can use. Please refer to the instructions in the **Quick Start Guide** for installing the necessary items.

**IMPORTANT:** Some third-party hardware requires their own proprietary drivers to operate properly. If you need this hardware when running games (i.e., a monitor or a hard drive), you will need to make sure that you don't disable the extensions and/or control panels that control the hardware. Consult the users manual for the hardware in question to find out what extensions or control panels that you will need to load.

### How To Create An Extension Set With System 7.1

1. Click on the Apple symbol in the upper left corner of your screen to access the Apple Menu. Once the menu is open, drag the mouse pointer down until "Control Panels" is highlighted, and then release the mouse button.
2. After the Control Panels window opens, double-click on the Extensions Manager icon. This will open the extensions manager.
3. Click on the small black arrow on the right side of the word "Sets," and drag the mouse pointer down until "Save Set" is highlighted, and then release the mouse button. You will then be asked to save your current set using a specific name. Type in **STANDARD** and click **OK** (You have the option to save the current set under a different name, just make sure that you use a name that you will associate with the system configuration that you use on a daily basis).
4. Next, click on **ALL OFF**. Then, click on the arrows on the right side of the extensions manager to scroll through the list of available extensions. Click on the following extensions so that they become highlighted: **EM EXTENSION**, **APPLE CD-ROM** (or the appropriate CD-ROM extension if you have a third party CD-ROM drive) **SOUND MANAGER** and **THREAD MANAGER**.
5. Next, click on the following control panels so that they become highlighted: **EXTENSIONS MANAGER**, **GENERAL CONTROLS**, **MOUSE** and any control panels related to the joystick that you are using (i.e. **Flightstick Pro**, **Mousestick II** etc.).

6. Once you have highlighted all of these items, click on the small black arrow on the right side of the word "Sets," and drag the mouse pointer down until "Save Set" is highlighted, and then let go of the mouse button. You will then be asked to name the new set that you have created. Type in LUCASARTS and click OK.
7. You will then need to restart your system for the changes in the extensions manager to take effect before you try to run the game.
8. After you finish playing the game, if you want to return to your standard configuration, just follow the same steps to open the extensions manager, click on the small black arrow on the right side of the word "Sets", click on ENABLE SET, and then choose STANDARD (or the name that you gave to the set if it was other than "STANDARD"). You will then need to restart your system to return to your standard configuration.

### How To Create An Extension Set With System 7.5

1. Click on the Apple symbol in the upper left corner of your screen to access the Apple Menu. Once the menu is open, drag the mouse pointer down until "Control Panels" is highlighted, and then release the mouse button. At this time, if you have the APPLE MENU OPTIONS active in the control panels area, you will see a sub-menu appear to the right of the Apple menu. From the sub-menu, you can choose to open the extension manager directly by highlighting the Extension Manager option. If you do not see a sub-menu appear, proceed to step 2.
2. After the Control Panels window opens, double-click on the Extensions Manager icon. This will open the extensions manager.
3. Click on the box on the right side of the word "Sets," and drag the mouse pointer down until "Save Set" is highlighted, and then release the mouse button. You will then be asked to save your current set using a specific name. Type in STANDARD and click OK. (You have the option to save the current set under a different name, just make sure that you use a name that you will associate with the system configuration that you use on a daily basis.)
4. Next, click on the box on the right side of the word "Sets" again, and drag the mouse pointer



down until "All Off" is highlighted. Then, click on the arrows on the right side of the extensions manager to scroll through the list of available extensions. Click on the following extension so that a check mark appears next to them: APPLE CD-ROM (or the appropriate CD-ROM extension if you have a third party CD-ROM drive).

5. Next, click on the following control panels so that they become highlighted: APPLE MENU OPTIONS, GENERAL CONTROLS, MOUSE and any control panels related to the joystick that you are using (i.e. Flightstick Pro, Mousestick II etc.).
6. Once you have highlighted all of these items, click on the box on the right side of the word "Sets," and drag the mouse pointer down until "Save Set" is highlighted, and then release the mouse button. You will then be asked to name the new set that you have created. Type in LUCASARTS and click OK.
7. You will then need to restart your system for the changes in the extensions manager to take effect before you try to run the game.
8. After you finish playing the game, if you want to return to your standard configuration, just follow the same steps to open the extensions manager, click on the box on the right side of the word "Sets", click on ENABLE SET, and then choose STANDARD (or the name that you gave to the set if it was other than "STANDARD"). You will then need to restart your system to return to your standard configuration.

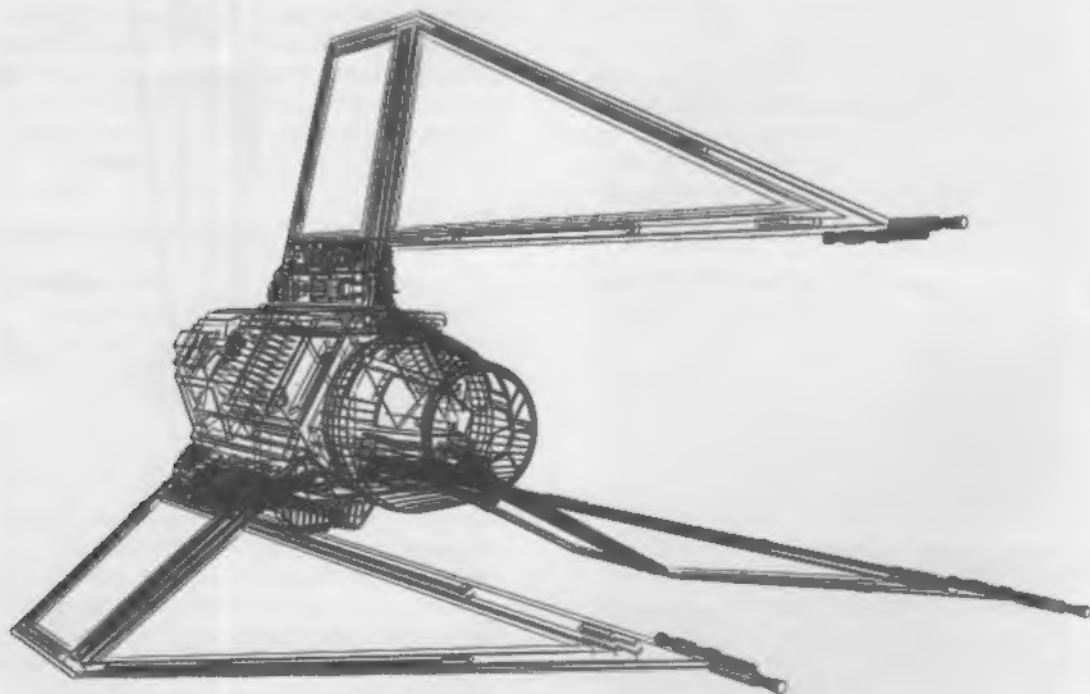
### PowerPC Users with 7.5.5

If you have recently updated to 7.5.5 and experience any unusual problems when running the games in the Archives, you may want to download an update that Apple has produced for PowerPC systems. It is called the PowerPC Interrupt Extension.

For further information, please contact Apple.

### General Joystick Tips

- ✓ Before using a joystick with any of the games in the Archives, make sure that you have loaded the appropriate "Joystick-settings" file from the "Controller Settings" folder on each of the game CDs, to the control panel for the joystick that you are using.
- ✓ Make sure that you are loading the appropriate extension and/or control panel for your joystick, and make sure that these items are included if you have created a custom extensions set to use with the game.
- ✓ Make sure that you have JOYSTICK selected as your control option within the preferences (⌘P) screen. Refer to each of the games' manuals for more specific information on how to select a joystick as your control device.



- ✓ Generally, once you have selected the joystick as your control device, you can use the joystick to control the movements of the mouse pointer on your desktop.
- ✓ If you are experiencing control problems, you may have calibrated the joystick incorrectly. You may want try recalibrating the joystick during the game to correct the problem. Please refer to the manuals for each game for information on joystick calibration.
- ✓ If you are still experiencing problems after following these tips, please contact the manufacturer of the joystick for additional suggestions.

### **Virtual Memory or a Third-party RAM Extender**

Our games have been known to experience problems when they are run on systems that are using a RAM extender, or have virtual memory enabled. We highly recommend that you disable virtual memory and any RAM extenders before playing any of the games in the Archives.

You can disable virtual memory & Ram Disk by selecting "Memory" in the "Control Panels" listed under the Apple Menu, and click the "Off" button next to both of these options. Disabling third-party RAM extenders can usually be accomplished by creating an extensions set. After disabling virtual memory or creating an extension set, you will need to restart your Mac for these changes to take effect before you try to run the game.

## **2. Dark Forces Super Sampler Edition**

This section will provide you with some solutions to the most common technical problems that we have encountered with Dark Forces. If you are having difficulty installing Dark Forces, please refer to the **Quick Start** area of this guide. It will provide you with step by step instructions for installing and launching the game.

### **Memory**

Dark Forces requires you to have at least 8 Megabytes of physical RAM on your system, with a minimum of 4500K free in order to run. While your computer may have 8 Megabytes of RAM, applications or extensions that are active may be using a portion of your memory. To see how much memory you currently have available, click on the Apple symbol in the upper left corner of your screen and drag the mouse pointer down until "About this Macin-



tosh" is selected. Once the window opens, you will be able to see how much memory your system has available by looking at the **LARGEST UNUSED BLOCK**. If this number is below 4500K, we highly recommend that you create an extensions set. Please refer to the **Extensions Set** section under the **General Information** area of this guide for instructions on how to create and use an extensions set.

### **Saving the Game**

There is no feature within Dark Forces that will allow you to save the game in the middle of a particular mission. After the successful completion of a mission, your progress will be saved automatically. At this time, there are no plans to implement this feature in a future update.

## Speed Issues

In some cases, Dark Forces may run slower on systems other than PowerPCs. If you wish to increase Dark Forces' frame rate, you may do one of the following:

1. Reduce the display screen size (using the + or - keys, or by choosing from the Screen Size pop-up menu in the Preferences dialog). The smaller the screen size, the faster Dark Forces can render and display each frame.
2. Reduce the display quality (by pressing ⌘H, ⌘D, ⌘I, or ⌘S, or by choosing from the Screen Detail pop-up menu in the Preferences dialog). High resolution (⌘H, available on PowerPC only) is by far the most demanding, so switching to low resolution (⌘D) will help considerably. To gain further speed, you can choose to draw only every other line by pressing ⌘I (for "interlaced"), or just use low resolution with no doubling by pressing ⌘S (for "small" mode).
3. Turn off music and/or sound effects (using ⌘M or ⌘E, respectively) or by setting the volumes of each to 0 in the Preferences dialog box.
4. Create a custom extensions set to use when playing the game. Refer to the **Extensions Set** section under the **General Information** area of this guide for instructions on how to create and use an extensions set.

## 3. X-Wing Collector's CD-ROM

This section will provide you with some solutions to the most common technical problems that we have encountered with X-Wing Collector's CD-ROM. If you are having difficulty installing X-Wing, please refer to the **Quick Start** area of this guide. It will provide you with step by step instructions for installing and launching the game.

### Memory

X-Wing CD requires you to have at least 8 Megabytes of physical RAM on your system, with a minimum of 4500K free (5500K free on PowerPC machines) in order to run. While your computer may have 8 Megabytes of RAM, applications or extensions that are active may be using a portion of your memory. To see how much memory you currently have available, click on the Apple symbol in the upper left corner of your screen and drag the mouse pointer down until "About this Macintosh" is selected. Once the window opens, you will be able

to see how much memory your system has available by looking at the **LARGEST UNUSED BLOCK**. If this number is below 4500K (or 5500K), we highly recommend that you create an extensions set. Please refer to the **Extensions Set** section under the **General Information** area of this guide for instructions on how to create and use an extensions set.

## Gameplay Issues

**PLEASE NOTE:** To be able to advance in X-Wing, you need to fly the missions without any of the "cheat" options enabled. You will need to have **STARFIGHTER COLLISION** selected, but make sure that **UNLIMITED WEAPONS** and **INVULNERABLE** are **not** selected. These options can be modified through the preferences screen (which can be accessed by pressing ⌘P).

If any of these options are active during ANY part of a mission, your pilot will not receive credit for having completed the mission, and you will not be able to advance.

## Keyboard Controls

We have found that on some systems, having the **CAPS LOCK** keys active will interfere with the keyboard functions that are used during the game (targeting etc.). If you experience any problems with the keyboard, make sure that these key functions are disabled.

## Incompatibilities

Our internal testing has found that running X-Wing Collector's CD-ROM with Connectix' Speed-Doubler active may cause unintended errors while playing. For this reason, we recommend that you do not load SpeedDoubler while playing X-Wing.

## 4. Rebel Assault

This section will provide you with some solutions to the most common technical problems that we have encountered with Rebel Assault. If you are having difficulty launching Rebel Assault, please refer to the **Quick Start** area of this guide. It will provide you with step by step instructions for launching the game.

Also, please note that Rebel Assault is played directly off of the CD, and cannot be installed to your hard drive.

### Memory

Rebel Assault requires you to have at least 8 Megabytes of physical RAM on your system, with a

minimum of 4000K free in order to run. To see how much memory you currently have available, click on the Apple symbol in the upper left corner of your screen and drag the mouse pointer down until "About this Macintosh" is selected. Once the window opens, you will be able to see how much memory your system has available by looking at the **LARGEST UNUSED BLOCK**. If this number is below 4000K, we highly recommend that you create an extensions set. Please refer to the **Extensions Set** section under the **General Information** area of this guide for instructions on how to create and use an extensions set.

## 5. Rebel Assault II

This section will provide you with some solutions to the most common technical problems that we have encountered with Rebel Assault II. If you are having difficulty installing or launching Rebel Assault II, please refer to the **Quick Start** area of this guide. It will provide you with step by step instructions for installing and launching the game.

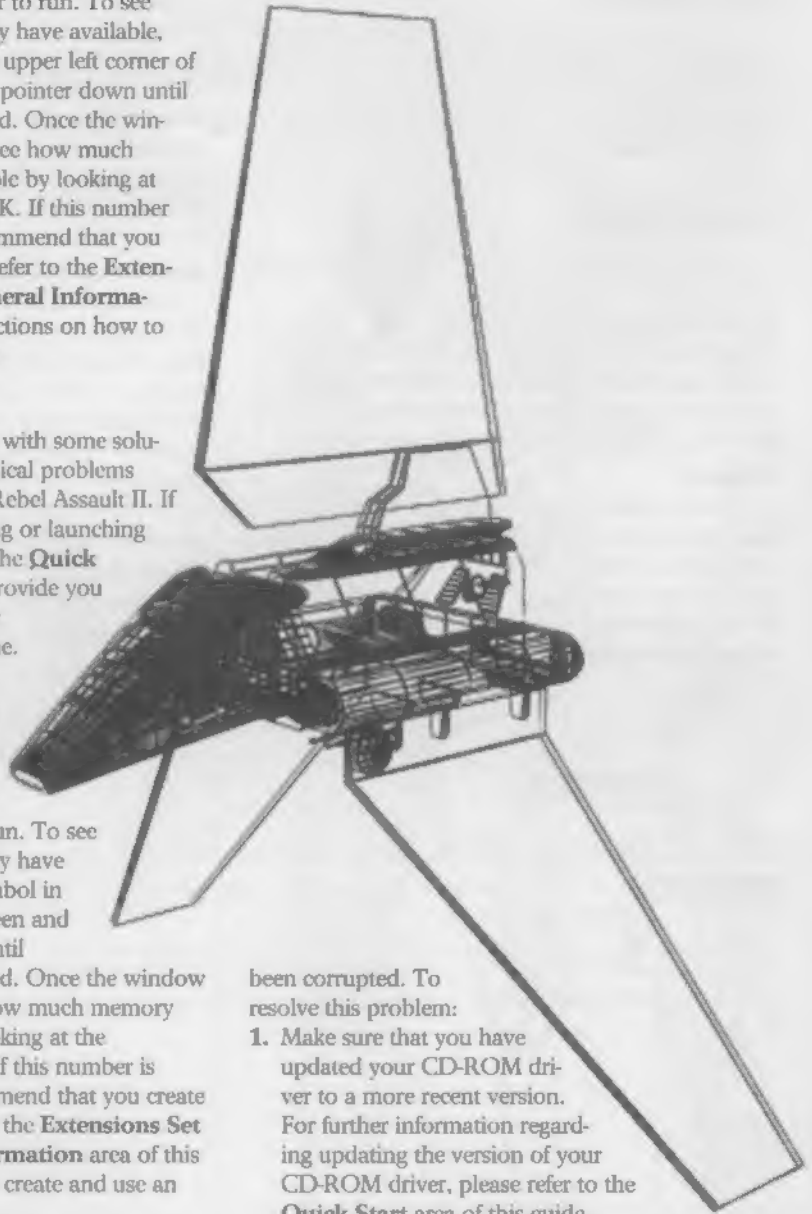
### Memory

Rebel Assault II requires you to have at least 8 Megabytes of physical RAM on your system, with a minimum of 4700K free (suggested 5200K) in order to run. To see how much memory you currently have available, click on the Apple symbol in the upper left corner of your screen and drag the mouse pointer down until "About this Macintosh" is selected. Once the window opens, you will be able to see how much memory your system has available by looking at the **LARGEST UNUSED BLOCK**. If this number is below 4700K, we highly recommend that you create an extensions set. Please refer to the **Extensions Set** section under the **General Information** area of this guide for instructions on how to create and use an extensions set.

### LOCK-UPS

**You Click On The Icon To Launch Rebel Assault II And The Screen Goes Black And The System Locks-Up**

This problem usually indicates that you are either running with an older version of the CD-ROM driver, or that the Rebel Assault II preferences file has



been corrupted. To resolve this problem:

1. Make sure that you have updated your CD-ROM driver to a more recent version. For further information regarding updating the version of your CD-ROM driver, please refer to the **Quick Start** area of this guide.
2. After updating your CD-ROM driver, delete the Rebel Assault II preferences file. To do this, open up the **SYSTEM** folder on your hard drive, then open up the **Preferences** folder. Once the preferences folder is open, locate the "Rebel Assault II preferences" file and drag it to your trash.

## Incompatibilities

Our internal testing has found that running Rebel Assault II with Connectix' SpeedDoubler active may cause choppy playback of the video and sound while playing. For this reason, we recommend that you do not load SpeedDoubler while playing Rebel Assault II.

## 6. Making Magic

This section will provide you with some solutions to the most common technical problems that we have encountered with Making Magic. If you are having difficulty launching Making Magic, please refer to the **Quick Start** area of this guide. It will provide you with step by step instructions for launching Making Magic.

### Memory

Making Magic requires you to have at least 8 Megabytes of physical RAM on your system, with a minimum of 5002K free in order to run. To see how much memory you currently have available, click on the Apple symbol in the upper left corner of your screen and drag the mouse pointer down until

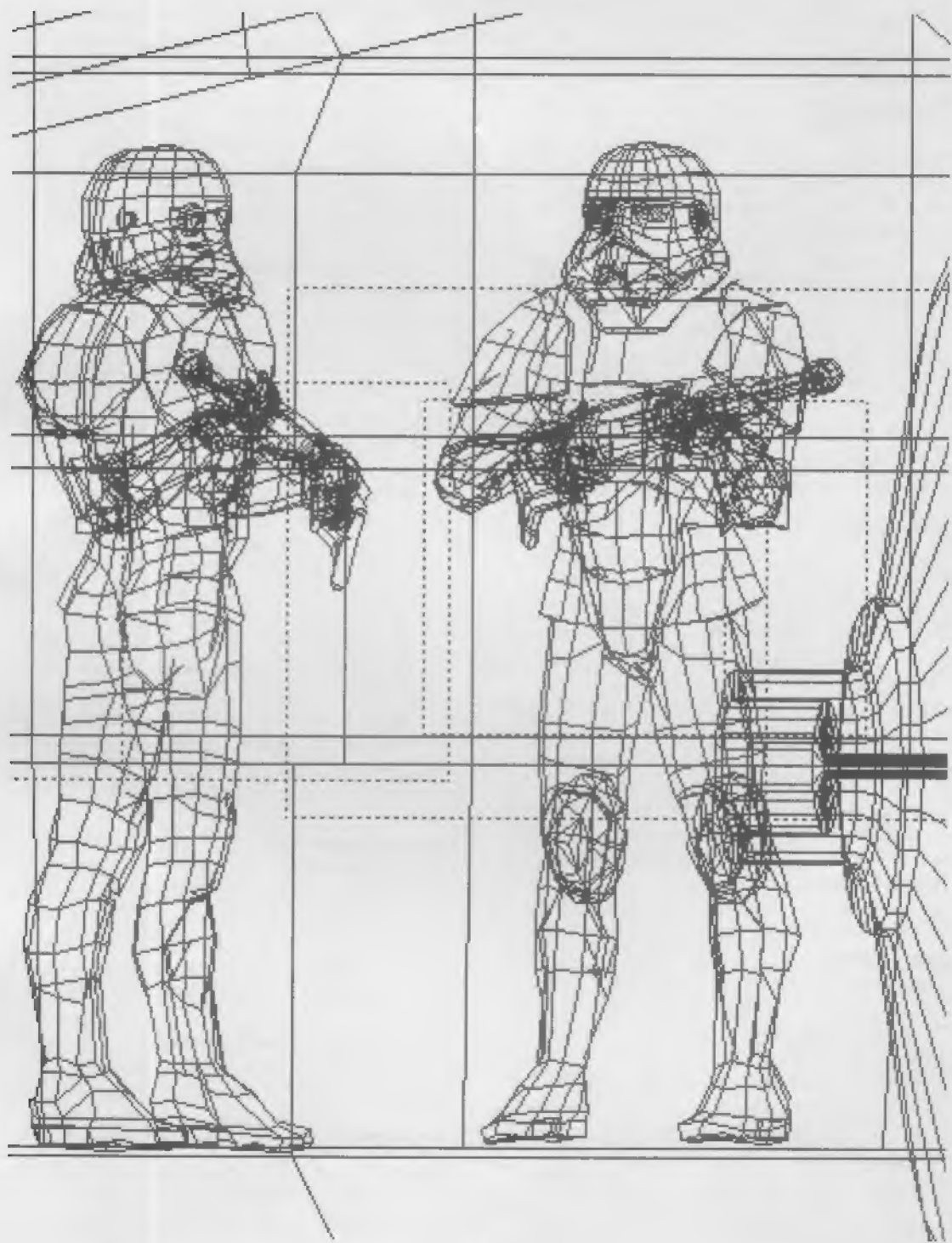
"About this Macintosh" is selected. Once the window opens, you will be able to see how much memory your system has available by looking at the **LARGEST UNUSED BLOCK**. If this number is below 5002K, we highly recommend that you create an extensions set. Please refer to the **Extensions Set** section under the **General Information** area of this guide for instructions on how to create and use an extensions set.

### Sound and Video Problems

The video clips included on the Making Magic CD that feature the original sequences from the *Star Wars* Trilogy were taken directly from the original footage. For this reason, the sound and video is not of the same quality as the various other video sequences on the Making Magic CD (this is most apparent with the Jabba & Han sequence). There is no way to enhance the quality of the video sequences.

### Video Modes

At any time during one of the video sequences, you can adjust the video mode by pressing the spacebar.



## 7. How to Contact LucasArts

LucasArts has set up a variety of services to provide you with information regarding our latest games, hint & gameplay assistance, and technical support.

### HINT LINE

**U. S.** If you need a hint, you may call our automated Hint Line. This service costs .95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents permission to call. The number is **1-900-740-JEDI** (1-900-740-5334). The option to speak with a live Hint Operator is also available from this number.

**Canada** Our Hint Line is also available to our Canadian customers. This service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents permission to call. The number is **1-900 677-JEDI** (1-900 677-5334).

### WHERE TO FIND US ONLINE

There are a variety of ways to get in contact with LucasArts online.

#### LucasArts Web Site ([www.lucasarts.com](http://www.lucasarts.com))

You can reach us through the Technical Support section of the LucasArts Web Site ([www.lucasarts.com](http://www.lucasarts.com)). From there, you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

#### CompuServe

You can send e-mail to ID# 75300.454 or post a message in the LucasArts section of the Game Publishers Forum A. To get there GO GAMAPUB

#### America Online

You can reach the LucasArts area by going to keyword 'LucasArts' or send e-mail to LUCASARTS3

#### Internet E-Mail

You can reach us through the internet by sending E-mail to one of the following addresses:

75300.454@compuserve.com OR  
LucasArts3@AOL.com

#### Technical Support BBS (File Source Only)

The LucasArts BBS is for file downloads only. Technical Support messages will not be answered here.  
1-(415) 507-0400

## TECHNICAL SUPPORT PHONE NUMBER

**This number is for Technical assistance only. Hints will not be given out over the Technical Support line.**

**Please Note:** Approximately 80 percent of all problems that you may encounter with the games in the Archives can be resolved by using a modified extensions set. Please refer to the Troubleshooting Guide for instructions on creating and using a modified extensions set.

If you need technical assistance, please don't hesitate to contact us after reading the Readme file that is included with each game, and after checking the Troubleshooting Guide. For your convenience, if you cannot get through to a representative by phone and you have access to a fax machine or any of our online areas, please consider contacting us through one of these alternate means.

When contacting us, please include as much information about your system as possible, including the make and model of your computer, any peripherals connected to your system, total RAM, a list of extensions and/or control panels that you are loading when trying to play the game, and the version of the system software that is being used. Also, please include a detailed description of the problem, including a copy of any error messages that you may have encountered.

You can reach our Technical Support department by calling **1-(415) 507-4545**. We are available to help you Monday-Thursday from 8:30 AM-5:30 PM and on Friday from 8:30 AM-4:30 PM (Pacific Standard Time).

#### Technical Support Fax

For your convenience, we also offer the option of faxing us with your Technical questions at 1-(415) 507-0300. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

#### Technical Support Mailing Address

LucasArts Entertainment, P.O. Box 10307,  
San Rafael, CA 94912, Attn: Product Support

#### Company Store

**1-800-98-LUCAS** in the United States or  
FAX: 818-587-6629 Mailing Address:  
P.O. Box 9367, Canoga Park, CA 91309-0367